



You're off to the beach surfing - or are you? If the **TOADS** and **SNAILS** have their way you won't get very far. You are riding to the beach on your motorbike, with your surfboard on your back and sandwiches for lunch, but it's up to you to get there first - and it won't be easy!

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PLAYERS

Velocipede

CBM  
64/128

# Velocipede



Commodore 64 / 128

## LOADING INSTRUCTIONS

Hold down **SHIFT** press **RUN/STOP** and the game will load automatically.

## THE STORY

Mr. Megafat lives half a mile from a beach and loves to go swimming in the summer holidays.

However, the road to the beach is usually occupied by hostile creatures going in the opposite direction.

That's no immediate problem for Mr. Megafat, as he has invented a new sort of bicycle called "Velocipede S.T.A." (Simple to Assemble), which is equipped with a plasma cannon to blow the creatures to pieces, and powerful springs to make the bike jump. But nobody is perfect and it takes skill to get Mr. Megafat to the beach without crashing into the creatures and losing a life. (Don't worry about the bike, it's easy to re-assemble). If you get to the beach, that's good, but the next time the creatures will have become **DEADLIER AND NASTIER**. So don't lose your concentration - Mr. Megafat's life depends on you!

## THE RULES

Before playing, the player can choose the option's speed, lives, level and volume. Speed 1 is slow, 2 is medium and 3 is fast. Lives could be set to a maximum of 9. There are 5 levels and the player can start on the first four. Volume controls the game tune and sound effects.

While playing, the player can move back and forth across the screen, jump (joystick up) and fire (fire button).

The counter, a yellow stripe in the middle of the screen, will tell you how much longer you'll have to go. When you have crashed, or when you have completed a level, you will get a bonus score for how far you have gone. You also get 100 points for every creature you shoot, (some of them can't be shot) but there's usually more than one way to avoid them.

HAVE YOU WRITTEN A GOOD GAME?  
IF THE ANSWER IS YES, AND YOU WOULD LIKE  
PLAYERS TO EVALUATE IT FOR PUBLISHING

THEN WRITE TO:  
THE EVALUATION MANAGER  
PLAYERS SOFTWARE  
MERCURY HOUSE  
CALLEVA PARK INDUSTRIAL ESTATE  
ALDERMASTON BERKS